## What is claimed is:

- 1 A method for rendering an image on a display and producing magnification in the
- 2 rendered image comprising:
- selecting a set of polygon data to which to apply the magnification special effect;
- retaining eye point  $\delta$  angle data within the vertex data passed to the a graphics
- 5 rendering pipeline;
- δ perturbing each eye point δ angle value at each polygon fragment; and
- 7 incorporating perturbed texel angles, where each texel has a U and a V 8 coordinate.
- 1 2. The method according to claim 1 wherein perturbing each eye point  $\delta$  angle value
- 2 comprises multiplying eye point δ angle by a value N, and providing a corresponding
- 3 offset to each texel coordinate.
- 1 3. The method according to claim 1 wherein the texel coordinates are offset by an
- 2 eye point angle.
- 1 4. The method according to claim 3 wherein the texel coordinates are offset by the
- 2 eye point angle and by a value N.
- 1 5. A method according to claim  $\frac{3}{2}$  wherein accessing eye point  $\delta$  angle data for each
- 2 texel to be produced comprises accessing data for selected vertices describing a polygon
- and further comprising interpolating eye point  $\delta$  angle data for each texel to be produced
- 4 between texels including said vertices.
- 1 6. The method according to claim 5 further comprising resolving an eye point  $\delta$
- angle into eye point  $\delta$  angle x in an X-Z plane and eye point  $\delta$  angle y in a Y-Z plane.

- 1 7. The method according to claim 6 wherein comprising producing magnification
- 2 for a selected polygon on said display comprises displaying texels in the selected
- 3 polygon and selecting texels based on the modified U and V mapping derived through
- 4 using the eye point angles.
- 1 8. A machine-readable medium that provides instructions which, when executed by
- a processor, cause said processor to perform operations producing a magnifying special
- 3 effect in a computer display comprising:
- selecting a set of polygon data to which to apply the magnification special effect;
- retaining eye point  $\delta$  angle data within the yertex data passed to the graphics
- 6 rendering pipeline;
- 7 perturbing each eye point  $\delta$  angle value at each polygon fragment; and
- 8 providing perturbed texel angle daya.
- 1 9. A machine-readable medium according to claim 8 that provides instructions
- which, when executed by a processor, cause said processor to perform operations
- 3 perturbing texel coordinates U and N using eye point  $\delta$  angle value comprises
- 4 multiplying eye point  $\delta$  angle by a value N.
- 1 10. A machine-readable medium according to claim 9 that provides instructions
- which, when executed by a processor, cause said processor to perform operations
- 3 accessing data for the set  $\phi$ f vertices describing a polygons and interpolating eye point  $\delta$
- 4 angle data for each texe to be produced between texels including said vertices.
- 1 11. A machine-readable medium according to claim 10 that provides instructions
- which, when executed by a processor, cause said processor to perform resolving an eye
- 3 point  $\delta$  angle into eye point  $\delta$  angle x in an X-Z plane and eye point  $\delta$  angle y in a Y-Z
- 4 plane.

- 1 12. A machine-readable medium according to claim 10 that provides instructions
- which, when executed by a processor, cause said processor to perform operations
- 3 comprising producing magnification for a selected area of said display by modifying the
- 4 U and V texel coordinates by offsetting them with the eye point angle x and y
- 5 components.
- 1 13. A graphics pipeline converting polygon data to display data and further
- 2 comprising a means to modify to texel coordinates according to eye point  $\delta$  angles to
- 3 allow a portion of a rendered image generated from the polygon data to have a
- 4 magnification effect applied.
- 1 14. The graphics pipeline according to claim 13 wherein said processor comprises a
- 2 multiplier system for establishing relationship projection angle = N eye point  $\delta$  value.
- 1 15. The graphics pipeline of Claim 13 further comprising means applying the
- 2 magnifying effect only to selected polygons.